Inside John Field

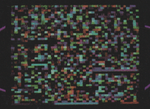
Six years ago, John Field thought an integrated circuit was a social issue. Then, in seventh grade, his school hooked up a computer. John checked it out. He punched in a few simple games. He realized the computer assumed nothing, but was capable of anything. He wanted one.

John went home and punched in a few requests. His parents knew less about computers than he did. But his Dad liked the idea, so he brought one home, in a bunch of little boxes. He handed John the instruction manual and a soldering iron and closed the door.

Six months later, at twelve years old, John Field emerged with a hand-built computer. And he was generating some pretty good adventure games with it. His parents bought him a state-of-the-art Altos. It had over 100K, and best of all, it came assembled. Next, there were two Apples and a Commodore.

Now, an IBM has been added. Everywhere you look in the Field home you'll find monitors, modules and disks. Except in the parent's bedroom. Nothing there but John's Mom and Dad, listening through the door and wondering what they unleashed.

Web Sweeps
Take a good look. It's the only time you'll see a Web Sweep without a fight.



Pulse Bombing
Fire a Pulse Bomb as you thrust from the Grid. It'll put you face to face with the Master Arachnid in The Nest.

The Nest
Blast through The Nest cavity to free an extra Axis Assassin. Whatever you do, avoid the Master Arachnid.

The Army of
the Master Arachnid.

It attacks without reason.

Destroys without remorse.

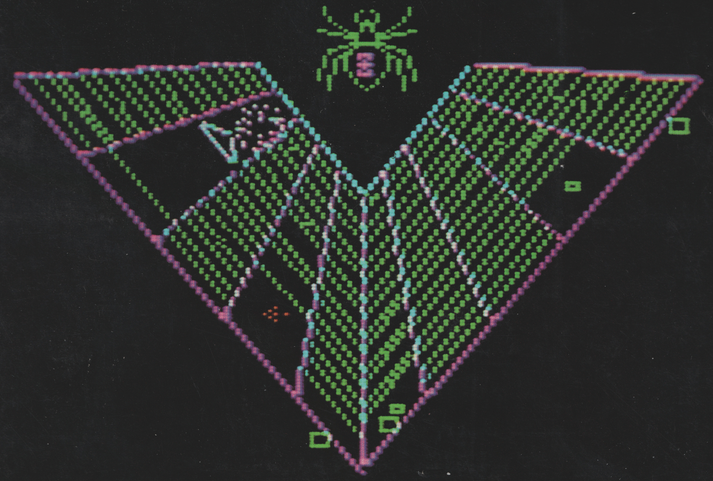
Hunters. Spinners. Mutant
Guards.

The savage Xterminators.

Nothing will prepare you.

Nothing will save you.

Only the Axis Assassin.™



ELECTRONIC ARTS™

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a limited ninety day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.

AXIS ASSASSIN

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A X I S ASSASSIN™

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J O H N FIELD

The Briefing
The Master Arachnid controls a swarming, mindless army of killers. You must face them alone. Be faster. Fiercer. Deadlier. There are no rules. No strategies.

Your only goal is to survive. Or die trying.

Mode 1: Web Sweeps
The battle begins when the Spinner Scout builds webs on the Grid. The Master Arachnid releases his fighters. You must blast through webs and destroy enough fighters to make the Master Arachnid reappear.

When he does, race towards him. You will escape to another Grid, and fight another battle. It will be faster and uglier.

Survive twenty Web Sweeps, and you will be elevated to Zone 2. There are many Zones, and the firefights intensify with each one you penetrate.

You may never reach the Final Zone. If you do, you may wish you hadn't.

The Axis Assassin
You command three Axis Assassins. Each possesses unlimited firepower, and one Pulse Bomb per Sweep. It's not enough, but it's all you've got.

Pulse Bombs can destroy all the fighters on a Grid. Use them sparingly. One detonated at the precise moment can transport you to The Nest for a brutal confrontation with the Master Arachnid.

It is a beautiful way to die.

Hunters
They pursue you like kamikazes. Annihilate them for points ranging from 250 to 750.

Drones
With robot efficiency, they lay deadly columns of webs. Blast them for 150 points.

Spinners
These relentless weavers spin traps all over the Grid. Blow them away for 100 points.

Spores
Let a Spore travel to the bottom of the Grid, and it'll divide into two patrolling Mutant Guards. Spores are worth 100 points dead. Mutant Guards, 200.

Xterminators
These menacing twins emerge at advanced levels. They are the toughest kill because they have to be destroyed in tandem, one after the other. They are worth 100 points.

Each Web strand you penetrate gets you 50 points.

Each Grid you survive is worth 1000 points.

Mode 2: The Nest
If you detonate a Pulse Bomb as you thrust from any Grid, you'll be transported to combat in The Nest. It's where the Master Arachnid guards a captive Axis Assassin.

Every fighter you left behind in the Grid will reappear to battle you in The Nest. They will attack as you fire through The Nest cavity to free your comrade. If you hit the Master Arachnid during this foray, he'll retaliate by releasing another fighter.

All you have to do is blast a hole in The Nest cavity, link up to the trapped Axis Assassin and you'll be transported back to Mode 1 for more Web Sweeps with an extra man.

Just remember two things: if you touch the Master Arachnid in The Nest, he'll incinerate the entire screen. The second thing…be fast. The Nest is a ticking bomb. You've only got seconds to accomplish the entire mission.

At seventeen, John Field wrote Axis Assassin during a two-week vacation in Wisconsin. He spent over seven months fine tuning it. Here's what he says gives him the best odds for advancing to the higher levels.

"I try to fight from the bottom as long as I can. Keep the Spores from dividing into Mutant Guards."

"The sides are good to play at lower levels, but at higher levels the webs can box you in."

"At advanced levels, I let descending fighters pass by, then I turn and fire at their flank."

"I never avoid groupings of fighters. It's a fast way to torch an entire cluster."

"Counting your points in the middle of a battle is the best way to get killed."